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# Boneshaker



## Synopsis

In the early days of the Civil War, rumors of gold in the frozen Klondike brought hordes of newcomers to the Pacific Northwest. Anxious to compete, Russian prospectors commissioned inventor Leviticus Blue to create a great machine that could mine through Alaska's ice. Thus was Dr. Blue's Incredible Bone-Shaking Drill Engine born. But on its first test run the Boneshaker went terribly awry, destroying several blocks of downtown Seattle and unearthing a subterranean vein of blight gas that turned anyone who breathed it into the living dead. Now it is 16 years later, and a wall has been built to enclose the devastated and toxic city. Just beyond it lives Blue's widow, Briar Wilkes. Life is hard with a ruined reputation and a teenaged boy to support, but she and Ezekiel are managing. Until Ezekiel undertakes a secret crusade to rewrite history. His quest will take him under the wall and into a city teeming with ravenous undead, air pirates, criminal overlords, and heavily armed refugees. And only Briar can bring him out alive.

## Book Information

Audible Audio Edition

Listening Length: 13 hours and 42 minutes

Program Type: Audiobook

Version: Unabridged

Publisher: Macmillan Audio

Audible.com Release Date: March 18, 2010

Language: English

ASIN: B003D0ZUKO

Best Sellers Rank: #106 in Books > Science Fiction & Fantasy > Science Fiction > Steampunk

#293 in Books > Literature & Fiction > Genre Fiction > Historical > Alternate History #1228

in Books > Audible Audiobooks > Science Fiction

## Customer Reviews

I read this book because I saw it on a couple of lists of the "best Steampunk novels". It does have most of the prerequisites of good Steampunk fiction--lots of gadgets and gizmos, dirigibles, weird character names and lots of atmosphere. On the other hand, the novel misses in a few places. The plot centers on a mother's efforts to retrieve her son who has ventured into a Civil War era Seattle which has been walled off because of a deadly gas that has engulfed the city. Some of the time the boy sounds like Huck Finn and some of the time he sounds like Harry Potter. The action sequences often go on far too long and being endlessly chased by zombies is only so interesting. The book

does have great atmosphere and an excellent plot twist at the end. The gadgets fit in well without seeming out of place and the alternative take on the Civil War is interesting. All in all, I found the book to be a mixed bag of a Steampunk novel.

I absolutely loved this story. And I'm an old dude. I picked it up to satiate my new appetite for all things steampunk. Those who complain about silly details need to chill out and just appreciate the overall storytelling. Who freakin cares how long it actually takes for beans to cook?!? I'll definitely check out the author's other works.

Really wanted to like this book more. Characters and story were too predictable and the "fog/mist", if anything, took away from the story. It left little for your mind's eye to imagine. It had a few points where I struggled to push through. It's not a bad book, but it's not awesome. I see a lot of potential from the writer though and will look for more of her books to give her a second chance.

Not a masterpiece, but I enjoyed reading this book. A really good plot, a cast of good characters, a true villain, and a successful ending. There's no way I would not recommend this book to anyone interested in a good read, creative thinking and a strong narrative hand. I would also tend to seek out other books by the author, unlike something like 1Q84, all of whose 1100 pages are pure torture to anyone interested in good writing; so if you're looking for a good example of Steampunk, look no further. Remember *The Wild, Wild West*, starring Robert Conrad and Ross Martin?; a '60s steampunk TV show, with wild inventions and futuristic gadgets, all in the Old West as the two work out of a train car. Probably one of the first examples of American Steampunk.

Steam-punk and Zombies what else to you need? The story moves along at a reasonable clip, and the characters are interesting with a little development over the course of the book to stop them being too one dimensional. There are some unexpected things, and a bit of predictability. The author is obviously trying to keep you guessing at some things by referring back to them over and over again without giving the game away. In some instances it works, in others it's so blindingly obvious that a child would know at the first mention what they were getting at. Overall I enjoyed reading about a dystopian steam-punk world where airships are used in the American civil war, and Seattle has been overcome by a poisonous gas that has the potential to turn people into flesh mad zombies. I recommend this to anybody that enjoys steam-punk or zombie stories, and anyone who likes a good chase through the gritty underworld.

A fun introduction into niche genre of steampunk. Well written with a immersive world and a diverse spectrum of characters. The story feels tried and true, but not cliché. It could easily be tweaked into a western or noir setting and still feel well placed. The world is interesting for the most part. Having no prior experience with the Steampunk setting, this reader did not feel put off by the fantastical difference between this world and our own. The cast of characters is diverse. Not just ethnicity but temperament of the world's inhabitants make the story feel colorful and engaging. Every main character, and most supporting characters, feels unique onto itself, and fully part of the world Priest has created. An enjoyable read and looking forward to continuing the series.

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